

GAME: Tennis

MACHINE: VZ-200 (24k)

JOYSTICK: Optional

SUPPLIER: Dick Smith

PRICE: \$12.50

OVERALL: **

On loading this machine language program you are immediately presented with a demonstration of the game of *Tennis*.

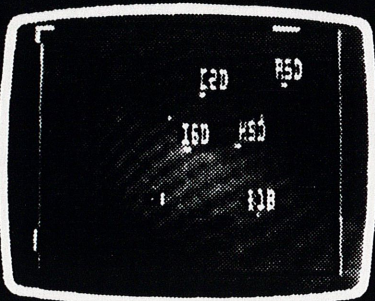
Follow the demonstration carefully as no other instructions are given.

One feature of the game is that the ball's height off the ground can be estimated by the position of the ball in relation to its shadow. This allows you to calculate the likelihood of the ball going over the side or back-lines on the full.

Scoring is the same as conventional tennis and players must change sides at the appropriate times.

Better games are available.

IT



GAME: Air Traffic Controller

MACHINE: VZ-200 (24k)

JOYSTICK: No

SUPPLIER: Dick Smith

PRICE: \$19.95

OVERALL: ****

The aim of the game is to provide the safe, orderly and expeditious flow of air traffic within controlled airspace.

You have 11 arriving aircraft and 9

departing aircraft, all of which you control. You must ensure that each aircraft lands at the correct airport, uses the correct runway and when departing are sent off your radar screen to the next sector at the correct radar exit location while maintaining a height of at least 7,000 feet. Simultaneously, at least five nautical miles horizontally or 1,000 feet vertical separation must be maintained between all aircraft under your control.

A great game for the VZ-200. A detailed booklet will be available.

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